

Projector Specifications

General

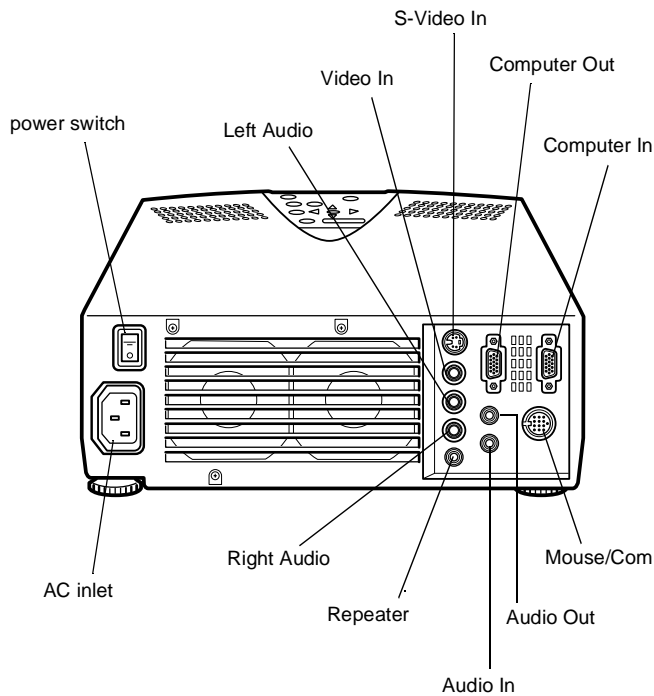
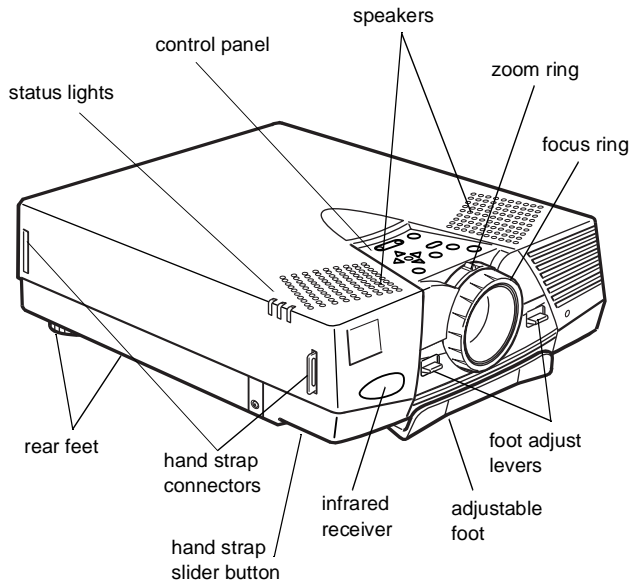
Type of display	Poly-silicon Thin Film Transistor (TFT), active matrix
Size of liquid crystal panels	Diagonal: 0.9 inches (22.9 mm)
Lens	F = 1.7–2.0, f = 37–48 mm
Resolution	5550C: SVGA 800 × 600 pixels 7550C: XGA 1024 × 768 pixels
Color reproduction	24 bit, 16.7 million colors
Image brightness	5550C: 850 lumens (ANSI) 7550C: 1000 lumens (ANSI)
Image size	19–300 inches
Projection distance	3.3–53.5 feet (1.0–16.3 meters) (standard 8.2 feet [2.5 meters] on 60-inch screen)
Projection methods	Front, rear, upside-down (ceiling mount)
Optical aspect ratio	4:3 (horizontal:vertical)
Zoom ratio	1:1.3
Tilt angle	0° to 12°
Supported video interface standards	NTSC, NTSC 4.43, PAL, PAL N, PAL M, PAL 60, SECAM

Sound

Internal speaker system	2 × 1 W, SRS, 3D stereo output
Effective frequency range	5550C: 100 to 15000 Hz 7550C: 50 to 15000 Hz
S/N ratio	5550C: 71 dB; 7550C: 75 dB

Projector Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	120 W
Lamp life	About 2000 hours
Part number	ELPLP07



EPSON PowerLite 5550C/7550C Multimedia Projector

Remote Control

Range	32.8 feet (10 meters)
Batteries	Alkaline AA (2)
I/R receiver interface	Supports Xantech® IR repeaters, 3.5 mm stereo mini-jack right/left ± 30°; upper/lower ± 15°

Mouse Compatibility

Supports PS/2, serial, ADB, and 98 Bus

Repeater Interface

Supports Xantech IR repeaters, standard, 3.5 mm stereo mini-jack

Mechanical

Height	3.7 inches (93 mm)
Width	9.4 inches (238.5 mm)
Depth	13.6 inches (346 mm)
Weight	9.4 lb (4.3 kg)

Electrical

Rated frequency	50/60 Hz
Power supply	100 to 120 VAC (± 10%), 2.2 A, 50/60 Hz 200 to 240 VAC (± 10%), 1.0 A, 50/60 Hz
Power consumption	Operating: 220 W Standby: 30 W

Noise Level

≤ 42db-A (normal use)

Environmental

Temperature	Operating: 41 to 95 °F (5 to 35 °C), non-condensing Storage: 14 to 140 °F (-10 to 60 °C), non-condensing
Humidity	Operating: 20 to 80% RH, non-condensing Storage: 10 to 90% RH, non-condensing

Safety

United States	FCC Part 15J Class B UL1950 Rev. 3
Canada	DOC SOR/88-475 CSA C22.2 No. 950 Rev. 3

Supported Computers and Monitor Displays

The projector supports the following display formats.

Computer type	Formats	Resolutions
IBM PC and IBM PC compatible	EGA	640 × 350
	NEC PC 400	640 × 400
	VGA60, VESA 72/75/85	640 × 480
	VGA Text	720 × 350
	VGA Text	720 × 400
	SVGA 56/60/72/75/85	800 × 600
	XGA 60/70A/75/85	1024 × 768
	SXGA 70/75	1152 × 864
	SXGA 85	1152 × 864*
	SXGA 60/75	1280 × 1024*
Apple Macintosh	Standard 8- and 24-bit color monitor	640 × 480 (13")
		832 × 624 (16")
		1024 × 768 (19")
		1152 × 870 (21")
EWS		1280 × 1024*
TV	NTSC	640 × 480
	PAL, PAL60, SECAM	768 × 567

* PowerLite 7550C only.

Note: The frequencies of some computers may not allow the image to be displayed correctly.

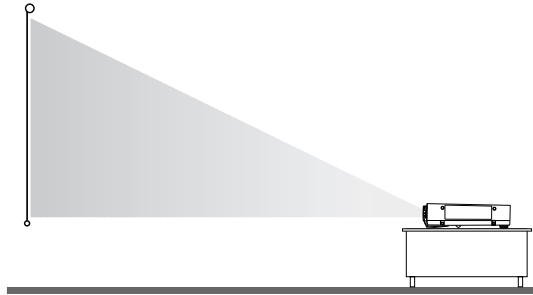
Computer In and Computer Out Connector Pin Assignments

The Computer In and Computer Out connectors are female video RGB, 15-pin micro-D-style connectors. The pin assignments are:

Pin	Computer Out connector signals	Computer In connector signals
1	Red analog input	Red video
2	Green analog input	Green video
3	Blue analog input	Blue video
4	Reserved	Monitor (ID bit 2)
5	GND	GND
6	Red GND	Red video GND
7	Green GND	Green video GND
8	Blue GND	Blue video GND
9	Reserved	+5 V
10	GND	Synchronous GND
11	Reserved	Monitor (ID bit 0)
12	Reserved	SDA
13	Horizontal sync/composite sync	Horizontal sync
14	Vertical sync	Vertical sync
15	Vertical sync	(SCL)

Projector Placement Guidelines

To get the best results when projecting your images, position the projector at the proper height and distance relative to the screen. When projecting from a table or desk, place the projector so the lens is aligned as closely as possible with the bottom of your screen:



When projecting from the ceiling, align the lens as closely as possible with the top of your screen:



The distance between the projector and the screen determines the actual image size. To determine the exact distance required for a particular image size (or to determine the size of an image at a particular distance), use the following formulas. (Remember that the size of the image can be changed by rotating the zoom ring.)

To determine the minimum and maximum diagonal size of an image when you know the projection distance:

Inches:

$$\text{Maximum image size} = (0.6038 \times \text{projection distance}) + 1.8898$$

$$\text{Minimum image size} = (0.4631 \times \text{projection distance}) + 1.4000$$

Centimeters:

$$\text{Maximum image size} = (0.6038 \times \text{projection distance}) + 4.8001$$

$$\text{Minimum image size} = (0.4631 \times \text{projection distance}) + 3.5560$$

To determine the projection distance when you know the diagonal size of the screen image:

Inches:

$$\text{Maximum projection distance} = (2.1593 \times \text{image size}) - 3.0229$$

$$\text{Minimum projection distance} = (1.6562 \times \text{image size}) - 3.1291$$

Centimeters:

$$\text{Maximum projection distance} = (2.1593 \times \text{image size}) - 7.6782$$

$$\text{Minimum projection distance} = (1.6562 \times \text{image size}) - 4.2068$$

For example, here are the measurements for three installations:

Image size (diagonal)	Horizontal distance from projector to screen	
	Minimum	Maximum
300 inches* (762 cm)	494 inches (12.6 m)	639 inches (16.2 m)
200 inches (508 cm)	328 inches (8.4 m)	429 inches (10.9 m)
100 inches (254 cm)	163 inches (4.2 m)	213 inches (5.4 m)

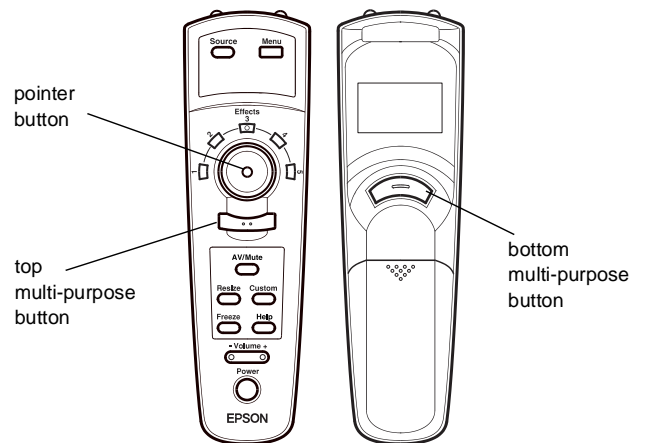
* For an image size of 300 inches, the projector may be up to 53.7 feet away from the screen, depending on the setting of the zoom ring.

Using the Remote Control

The remote control uses a line-of-sight infrared signal. To use the remote control, point it toward the infrared receiver located at the front of the projector.

To be able to use the remote control as a cordless mouse, connect the projector to your computer with the mouse cable (PS/2 or ADB-Macintosh) that came with the projector.

You can use the remote control up to about 32.8 feet (10 meters) from the projector. (This distance may be shorter if the remote control batteries are low.) You must also hold the remote control so that it is within $\pm 30^\circ$ left or right of, and $\pm 15^\circ$ higher or lower than, the infrared receiver.



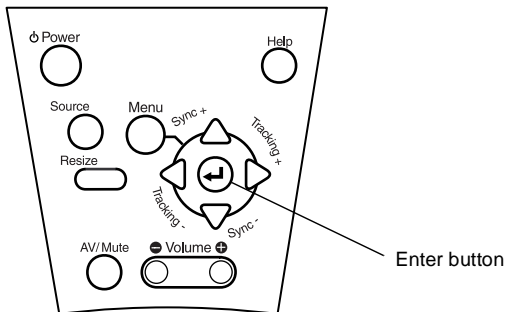
Note: If the projector doesn't respond to remote control commands, a strong light source (such as direct sunlight) may be hitting the infrared receiver. The presence of a certain type of fluorescent light or equipment emitting infrared energy (such as a radiant room heater) can also interfere with the transmission of remote commands.

EPSON PowerLite 5550C/7550C Multimedia Projector

This table summarizes the functions on the remote control.

Button	Function
Source	Switches input source between computer and video.
Menu	Displays or hides the active menu. When a submenu is displayed, returns to the main menu.
Effects buttons	Press each Effects button to use its assigned function. The function may be a factory default, or you can assign a new one with the optional ELP Link III software.
Pointer button	Lets you navigate the menus. Press left or right to select menu options. Can also be used as a mouse pointer in place of the computer's mouse pointer. (The projector must be connected to the computer with the mouse cable included with the projector, or with the ELP Link III mouse cable.)
Top multi-purpose button	Acts as a right mouse click. Press to open submenus.
Bottom multi-purpose button	Acts as a left mouse click. Press to open submenus.
AV/Mute	Turns the projector's audio and video output off and back on again—clears all special effects and displays a black, blue, or user-defined logo screen.
Resize	Resizes the image on screen to match the resolution of your computer display.
Custom	Lets you zoom the image using the top (zoom out) and bottom (zoom in) multi-purpose buttons.
Freeze	Keeps the current computer or video image on the screen until pressed again.
Help	Displays the Help menu.
- Volume +	Adjusts the volume.
Power	Turns the projector lamp on or off.

Using the Control Panel



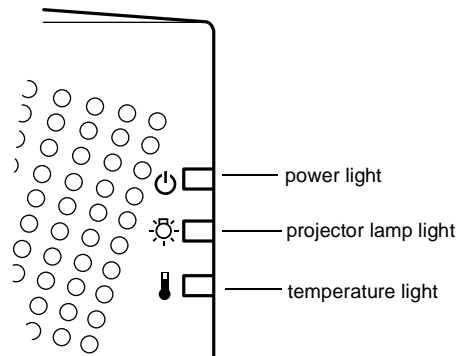
Although you must use the remote control to access custom features, such as functions assigned to the Effects buttons, you can use the control panel to perform most standard operations, such as selecting menu options, adjusting volume, or resizing the image on the screen.

The following table summarizes the functions on the control panel.

Button	Function
Power	Turns the projector lamp on or off.
Source	Switches the input source between computer and video.
Menu	Displays or hides the active menu.
Up, down arrows (Sync+/Sync-)	Adjusts projector to match computer signal. Also lets you navigate menus.
Left, right arrows (Tracking-/Tracking+)	Correct vertical fuzzy lines by matching the projector's internal clock to various computer graphic signals (tracking adjustment). Change menu settings.
Enter	Selects a menu option.
Resize	Resizes the image on the screen to match the resolution of your computer display.
AV/Mute	Turns the projector's audio and video output off and back on again—clears special effects and displays a black, blue, or user-defined logo screen.
- Volume +	Adjusts the volume.
Help	Displays the Help menu.

Projector Status Lights

The status lights on top of the projector tell you about its operating status.



Caution: A red indicator warns you if a serious problem occurs.

Power Light

Light status	Meaning
Steady orange	The projector is in sleep mode. (It is plugged in, but not projecting.)
Steady green	Power and projector lamp are on.
Flashing green	The projector is warming up. Allow about 30 seconds.
Flashing orange	The projector is cooling down.
Off	There is an internal projector problem, or the power to the projector has been cut off.

Projector Lamp Light

Light status	Meaning
Orange and red flashing alternately	Projector lamp needs to be replaced.
Steady red	Projector lamp has burned out. Replace it to project images.
Flashing red	There is a problem with the projector lamp, lamp power supply, or lamp fuse, or a circuit malfunctioned in the projector.
Off	Lamp is functioning normally.

Temperature Indicator

Light status	Meaning
Flashing orange	Projector is too hot.
Steady red	Projector has turned off automatically because of overheating.
Flashing red	There's a problem with the cooling fan or temperature sensor.
Off	The projector is functioning normally.

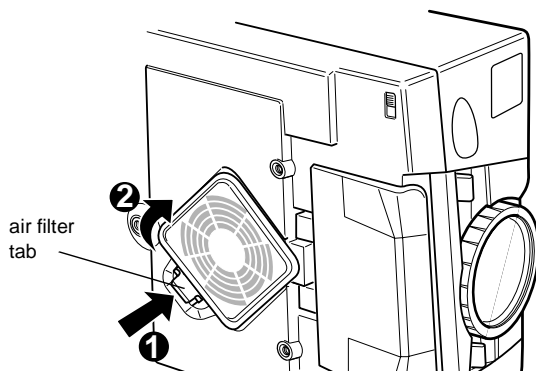
Cleaning the Air Filter

Clean the air filter at the bottom of the projector after every 100 hours of use. If it is not cleaned periodically, it can become clogged with dust, preventing proper ventilation. This can cause overheating and damage the projector. To clean the air filter, follow these steps:

1. Turn off the projector and unplug the power cable from the electrical outlet.
2. Place the projector on its side with the handle at the top so that the filter is easily accessible.

Note: Placing the projector in this position keeps dust from getting inside the projector housing.

3. Lift up the tab securing the air filter cover and remove the cover. (The air filter is attached to the inside of the cover.)



4. Use a small vacuum cleaner designed for computers or other office equipment to clean the filter. If you don't have one, use a dry, lint-free cloth.

If the dirt is hard to remove or if the filter is torn, replace the air filter.

Note: An air filter comes with each replacement lamp (part number ELPLP07).

5. Replace the air filter cover.
6. Plug the power cable back into the electrical outlet.

Replacing the Lamp

The projector lamp typically lasts for about 2000 hours of use. It is time to replace the lamp when:

- The projected image gets darker or starts to deteriorate
- The projector lamp light is flashing orange and red alternately
- The message LAMP REPLACE appears on the screen when the projector lamp comes on

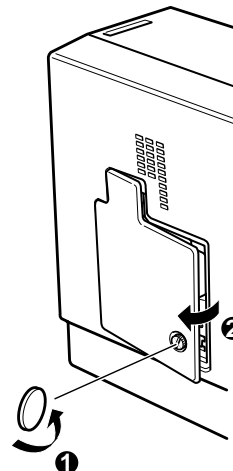
Warning: Let the lamp cool before replacing it. Also, don't touch the glass portion of the lamp assembly; this can cause premature lamp failure.

1. Turn off the projector and unplug the power cord from the electrical outlet and the projector. Wait at least 20 minutes for the bulb to cool.

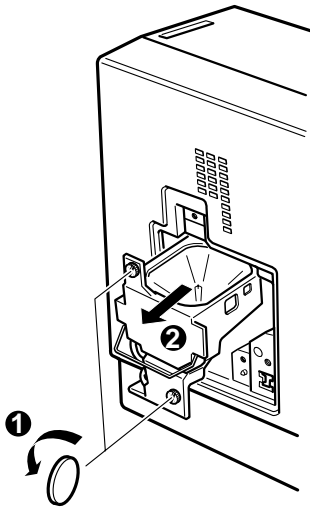
2. Place the projector on its side with the handle on the top so you can easily access the lamp cover.

Note: Placing the projector in this position keeps dust from getting inside the projector housing.

3. Use a screwdriver, coin, or similar object to loosen the retaining screw on the lamp cover. When the screw is loose, lift off the lamp cover. (You cannot remove this screw from the cover.)



- Use a screwdriver, coin, or similar object to loosen the two screws holding the lamp assembly in position. (You cannot remove these screws either.)



Caution: Don't touch the glass portion of the lamp assembly; this can cause premature lamp failure.

- Lift up the handle and pull out the lamp assembly.
- Gently insert the new lamp assembly by sliding it into position. Make sure it's inserted securely. Tighten the screws on the new lamp assembly.
- Replace the lamp cover and tighten the cover screw. (Make sure the lamp cover is securely fastened. The projector won't run if the lamp cover is open.)

Optional Accessories

The following optional accessories are available for the PowerLite 5550C and 7550C. To order, call EPSON Accessories at (800) 873-7766.

Accessory	Part number
Replacement lamp and filter	ELPLP07
Soft travel case for projector and laptop	ELPKS13
Hard travel case	ELPKS14
Wheeled soft travel case for projector and laptop	ELPKS18
Computer cable	ELPKC02
ELP Link III kit for PC for Windows (includes ELP Link III software and cables)	ELPSW03
ELP Link III kit for Macintosh (includes ELP Link III software and cables)	ELPSW04
Mac adapter set	ELPAP01
Portable projection screen	ELPSC06

Information Reference List

Engineering Change Notices

None.

Technical Information Bulletins

None.

Product Support Bulletins

None.

Related Documentation

CPD 8299	EPSON PowerLite 5550C/7550C User's Guide
CPD 8319	EPSON PowerLite 5550C/7550C Portable Guide
TBD	EPSON PowerLite 5550C/7550C Multimedia Projector Service Manual
PL-ELP5550C	EPSON PowerLite 5550C Multimedia Projector Parts Price List
PL-ELP7550	EPSON PowerLite 7550C Multimedia Projector Parts Price List